

Universiti Teknologi Mara

**Digital Photography Interactive
Multimedia (DPIM)**

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**Thesis Submitted In Fulfillment Of The Requirements For
Bachelor Of Science (Hons) Information Technology
Faculty Of Information Technology And
Quantitative Science**

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DECLARATION

I certify that thesis and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

04 APRIL 2007

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APPROVAL

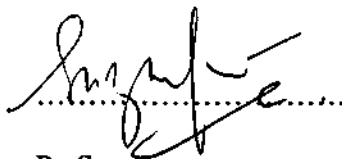
DIGITAL PHOTOGRAPHY INTERACTIVE MULTIMEDIA (DPIM)

BY

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This thesis project was prepared under the direction of supervision of thesis supervisor, Pn. Suzana. It was submitted to the Faculty of Information Technology and Quantitative Science and was accepted as partial fulfillment of the requirements for degree on Bachelor of Science.

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A handwritten signature in black ink, appearing to read 'Suzana', is written over a horizontal dotted line.

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ABSTRACT

Photography is becoming popular with the introduction of digital cameras. However, a courseware which teaches digital photography is hard to come by, moreover, one that is offered in Malay language. The **Digital Photography Interactive Multimedia (DPIM)** courseware intends to fill this void.

DPIM was developed using the **ADDIE** (Analysis, Design, Development, Implementation and Evaluation) methodology. Its learning model is based on Experiential Learning by Carl Rogers. The main engine of **DPIM** is Macromedia Flash MX v8.0. **DPIM** consist of five main modules which are the Digital Camera, Basic Techniques, Advanced Techniques, Tests and Help.

Through **DPIM**, novice and amateur photographers will be able to learn photography in an interesting and effective manner.

TABLE OF CONTENTS

| | |
|---|------------|
| DECLARATION | i |
| APPROVAL SHEET | ii |
| ACKNOWLEDGEMENTS | iii |
| ABSTRACT | iv |
| TABLE OF CONTENTS | v |
| LIST OF FIGURES | vi |
| | |
| CHAPTER ONE – INTRODUCTION | 1 |
| 1.0 Introduction | 1 |
| 1.1 Objective | 2 |
| 1.2 Scope | 2 |
| 1.3 Problem Statement | 3 |
| 1.4 Significance | 4 |
| 1.5 Hardware and Software Requirements | 4 |
| 1.5.1 Hardware Requirements | 4 |
| 1.5.2 Software Requirements | 5 |
| 1.6 Summary | 5 |
| | |
| CHAPTER TWO - LITERATURE REVIEW | 6 |
| 2.0 Introduction | 6 |
| 2.1 Photograph | 6 |
| 2.2 Photography | 6 |
| 2.3 Digital Photography | 7 |
| 2.3.1 Advantage of Digital Photography | 7 |
| | |
| 2.4 Computer Based Training | 8 |
| 2.5 Multimedia-Based Training | 8 |